

The background of the title card is a dark, star-filled space. A large, bright, orange-yellow sun or star is partially visible in the upper left, casting a glow. In the lower left, a large, dark, rocky celestial body is partially visible. Two futuristic spacecraft are visible in the lower half of the image, one on the left and one on the right, both appearing to be in motion. The title "GALACTIC REIGN" is centered in the upper half of the image, rendered in a bold, white, stylized font with a slight shadow effect.

# GALACTIC REIGN



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# Overview

- How the System Works
- How the System Managed
- How the Game is Animated



# HOW THE SYSTEM WORKS



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How the System Works

# THE 2D GAME





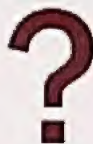
EXIT



PHASE 1   PHASE 2   PHASE 3

---

Collect  
underpants



Profit



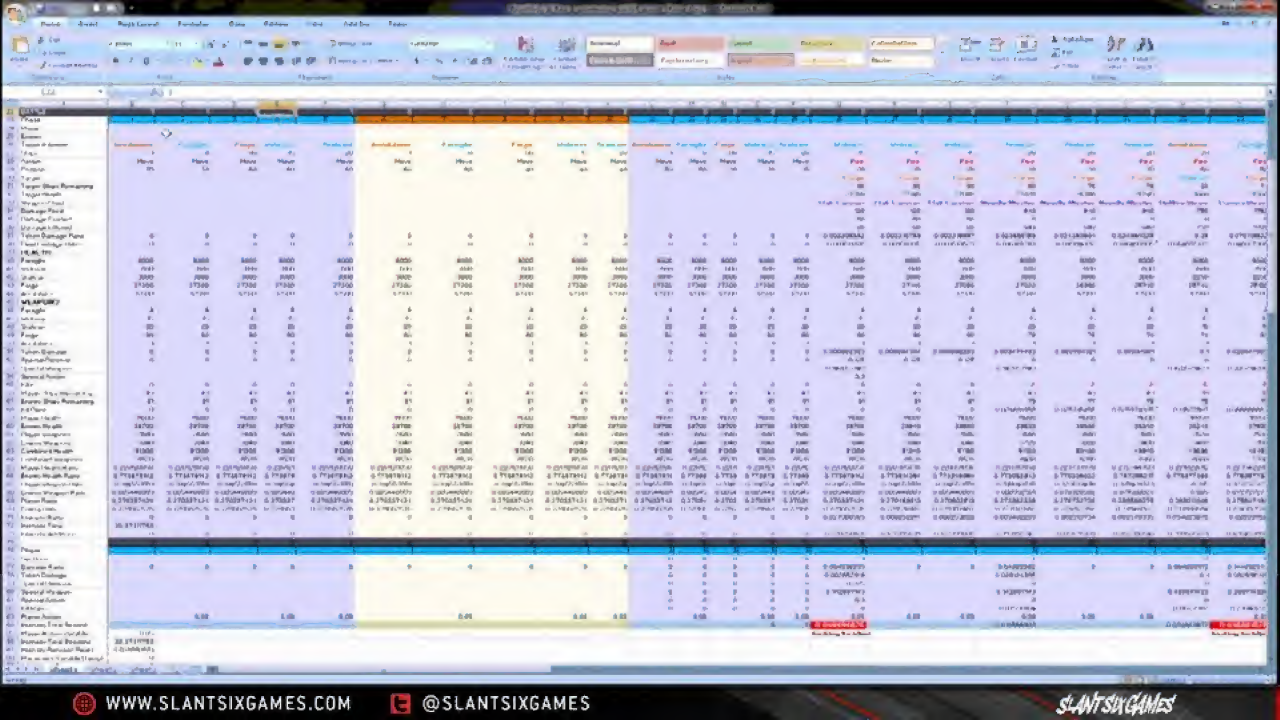




How the System Works

# SHOT PLANNING & CREATION





## ➤ *Data Parsing Issues*

- Overall the parsing system worked, but not to the full extent we intended.
- Map emotional graph to:
- Lighting styles
- Camera angles
- Action selection.
- Read the overall game progress and take into context.





## The Classic Story Formula



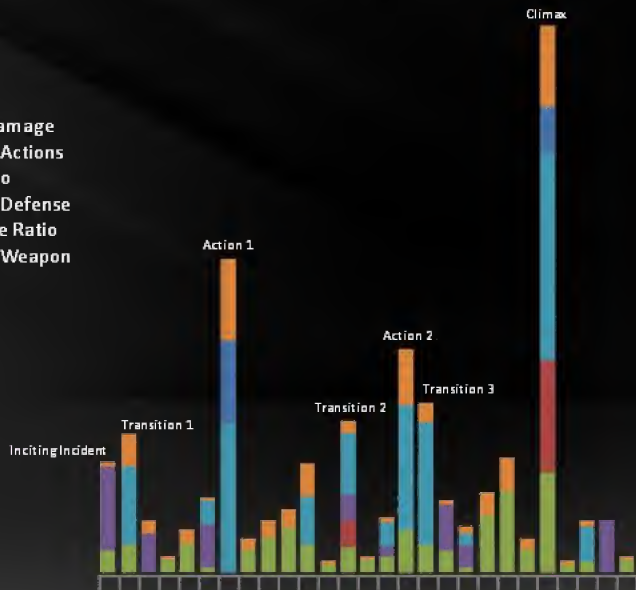
```

<?xml version="1.0"?>
<BattleScript xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" ScriptVersionNumber="7">
  <FleetDescriptions>
    <FleetDescription PlayerID="Player A" Species="D">
      <Take nDescriptions>
        <Take nDescription Take nID="Take_n_1e4737746317-481-b600-24c11bd6213" Hull="Strike r" HullVariation="1" InitialPopulation="282">
          <Attachme nts>
            <Attachme ntDescription Name="Light Flek Cannon" Category="Ballistic" ModeName="Strike_r_ballistic_light" />
          </Attachme nts>
        </Take nDescription>
        <Take nDescription Take nID="Take_n_3c92c346-2063-442c-8c90-929c437c77cb" Hull="Destroyer" HullVariation="2" InitialPopulation="90">
          <Attachme nts>
            <Attachme ntDescription Name="Thresher Flek Cannon" Category="Ballistic" ModeName="Destroyer_ballistic_light" />
            <Attachme ntDescription Name="Cloaking Device" Category="Cloaking" ModeName="Specie r" />
          </Attachme nts>
        </Take nDescription>
        <Take nDescription Take nID="Take_n_b02e9310-e67c-404ba98-39c93464091" Hull="Cruiser r" HullVariation="0" InitialPopulation="10">
          <Attachme nts>
            <Attachme ntDescription Name="Hand-Light Beam" Category="Beam" ModeName="Cruiser_beam_light" />
            <Attachme ntDescription Name="Damage Amplifier" Category="Damage Boost" ModeName="Specie r" />
            <Attachme ntDescription Name="Defensive Warp" Category="Warping" ModeName="Specie r" />
          </Attachme nts>
        </Take nDescription>
        <Take nDescription Take nID="Take_n_41e32ad-672d-4c08-67c3-bade3a73084" Hull="Battleship" HullVariation="1" InitialPopulation="3">
          <Attachme nts>
            <Attachme ntDescription Name="Cannon Beam" Category="Beam" ModeName="Turret_beam_heavy" />
            <Attachme ntDescription Name="Gauss Cannon" Category="Ballistic" ModeName="Turret_ballistic_heavy" />
            <Attachme ntDescription Name="Cloaking Device" Category="Cloaking" ModeName="Specie r" />
            <Attachme ntDescription Name="Damage Amplifier" Category="Damage Boost" ModeName="Specie r" />
            <Attachme ntDescription Name="Hand-Light Shield" Category="Shield" ModeName="Specie r" />
          </Attachme nts>
        </Take nDescription>
      </Take nDescriptions>
    </FleetDescription>
    <FleetDescription PlayerID="Player B" Species="Z">
      <Take nDescriptions>
        <Take nDescription Take nID="Take_n_356cb9ba11e-4704-b8e1-d441d1c93e96" Hull="Battleship" HullVariation="1" InitialPopulation="2">
          <Attachme nts>
            <Attachme ntDescription Name="Spike Missiles" Category="Missile" ModeName="Turret_missile_light" />
            <Attachme ntDescription Name="Spike Missiles" Category="Missile" ModeName="Turret_missile_light" />
            <Attachme ntDescription Name="Energy Shield" Category="Shield" ModeName="Specie r" />
            <Attachme ntDescription Name="Hardened Shield" Category="Shield" ModeName="Specie r" />
          </Attachme nts>
        </Take nDescription>
      </Take nDescriptions>
    </FleetDescription>
  </FleetDescriptions>

```

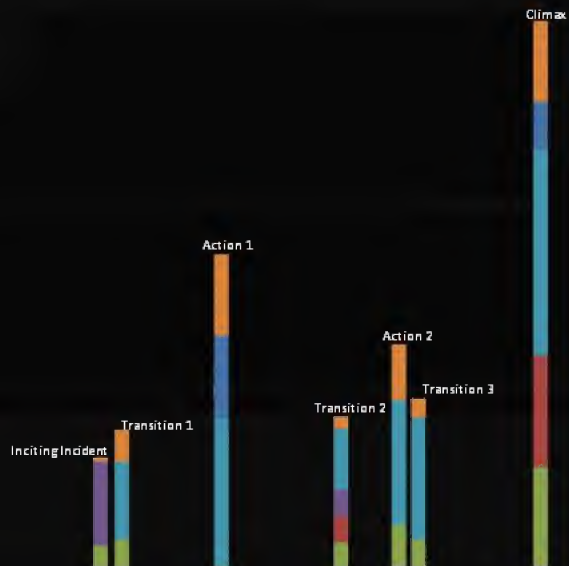


- Fleet Damage
- Special Actions
- Kill Ratio
- Special Defense
- Damage Ratio
- Special Weapon





# 1277-1281-1285





How the System Works

# CINEMATIC GAME ENGINE



Direct X 11

Packaging



Tool Suite

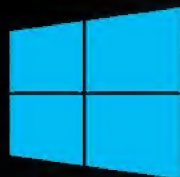
Initialization

**HEXANE<sup>®</sup>**  
GAME ENGINE



# The Cloud

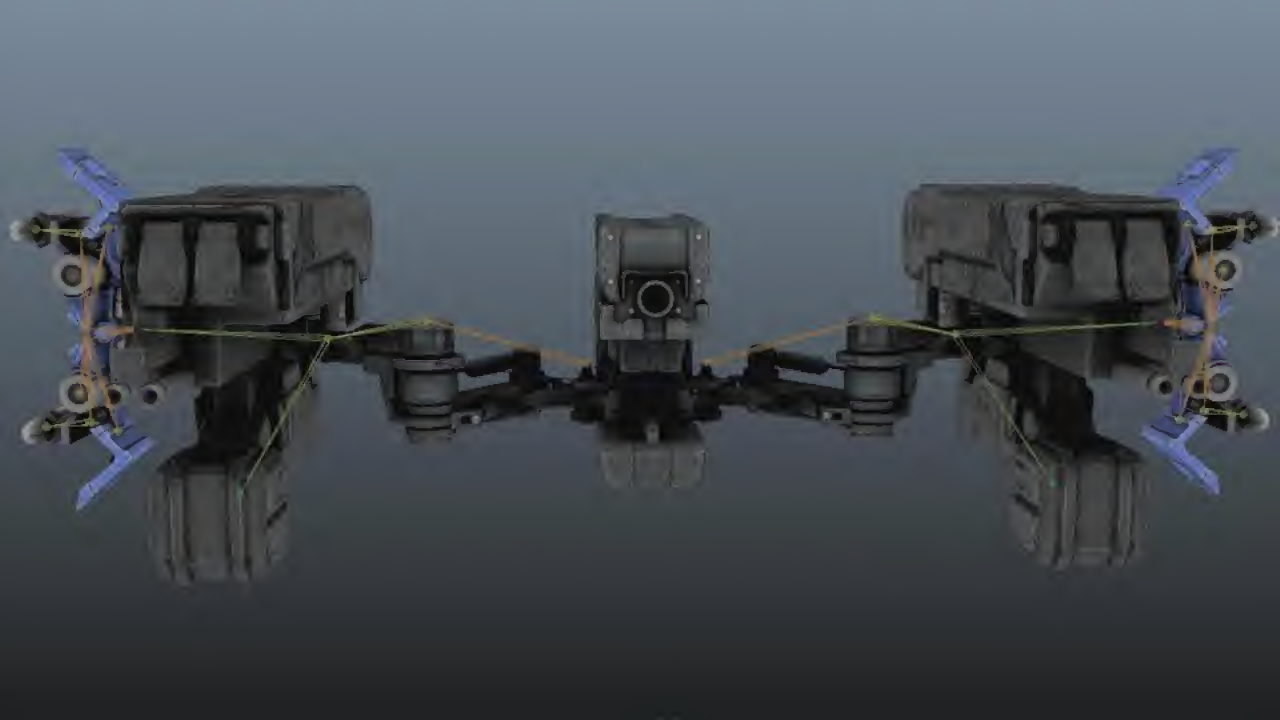
- Cloud Operation
- Cloud Configuration
- Cloud File Serving



Windows Azure

# Art Content

- Ships
- VFX
- Environments
- Post Effects

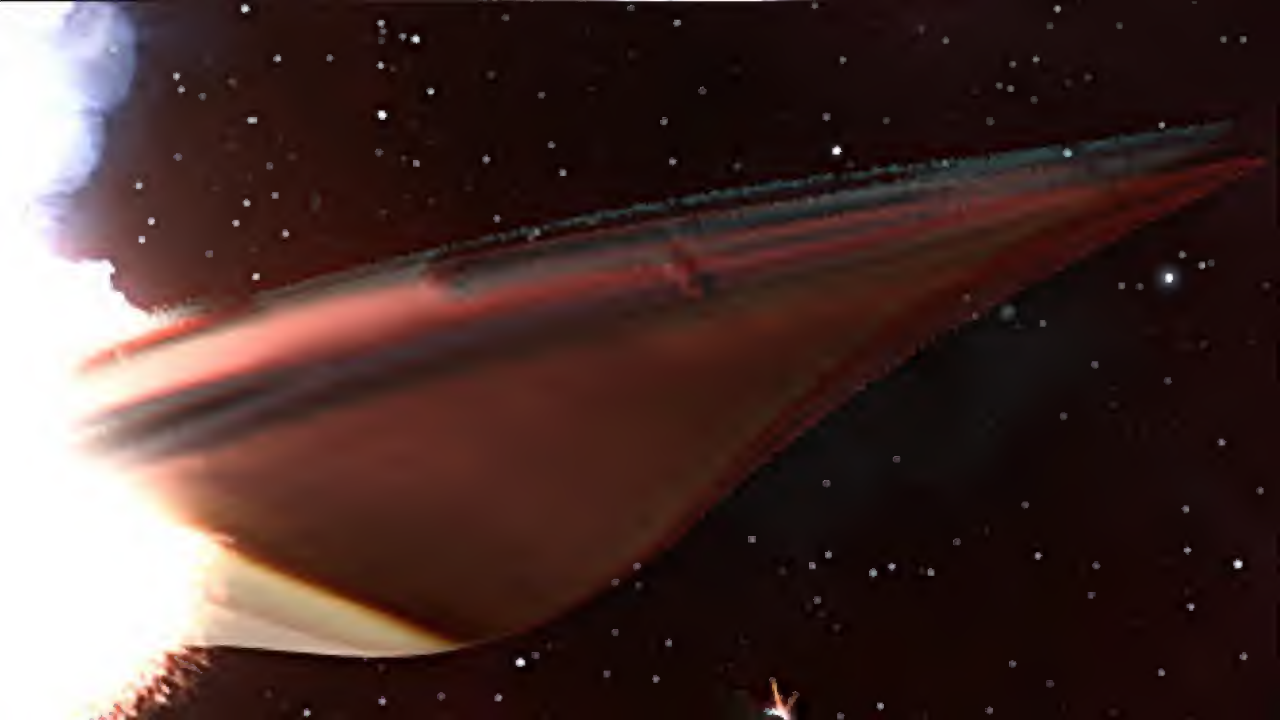














# Rendering & Encoding

Microsoft®  
**DirectX<sup>®</sup>11**

- Audio Mixing
- Pre/Post Roll
- Encoding & Delivery

# HOW THE SYSTEM MANAGED



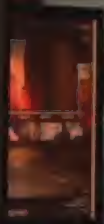
# Check In & Build

07:07:33	stdio Sorted stdout stdio with summary				stdio Build Server ServerDebug stdio	
07:07:12					Build Armada PCShip stdio Sorted stdout stdio with summary	
07:06:30		Build Armada PC04Release stdio Sorted stdout stdio with summary				Build Viewer PC04Release stdio Sorted stdout stdio with summary
07:06:12						Build viewer projects and solution stdio
	Build Armada PCRelease stdio Sorted stdout stdio with summary					Build Server ServerDebug stdio
07:05:31						Build Armada PC04Ship stdio
07:05:29						Sorted stdout stdio with summary
07:04:18					Build Armada PCRelease stdio Sorted stdout stdio with summary	Build Armada PC04Release stdio Sorted stdout stdio with summary
07:03:51				Build Armada pc04 data stdio graph		
07:03:25		Build Armada PC04Debug stdio Sorted stdout stdio with summary	Build Armada pc data stdio graph			
	Build Armada PCDebug stdio Sorted stdout stdio with summary				Build Armada projects and solution stdio	Build Armada projects and solution stdio
07:00:45		Build Armada projects and solution stdio			Update Version Number stdio	Update Version Number stdio
07:00:33					p4 sync to (748994) stdio	p4 sync to (748994) stdio
	p4 sync to (748994) stdio				Build 1270	Build 1830
07:00:01	Build 644					
		p4 sync to (748994) stdio	p4 sync to (748994) stdio	p4 sync to (748994) stdio		



## Email / Physical Notification

- Traditional Blame Thrower
- Physical Indication



# Automated Scripts \ Smoke Tests

- Battle Script Creation
- TTY, Debug Capture & Packaging



Vladimir Filinetski: [B](#)

# HFS - Http File Server

HFS - HTTP File Server 2.2f Build 155

Menu Port: 80 You are in Expert mode

Open in browser http://2.53716.112/AuditionerMovies/

Top speed: 20274.8 KB/s

Virtual File System Log

7:02:48 AM 2.53709 2.53709 Requested GET /AuditionerMovies/2013-2-3/CL761218/

7:03:08 AM 2.53713 2.53713 Requested GET /AuditionerMovies/2013-2-3/CL761218/

7:03:14 AM 2.53713 2.53713 Fully downloaded - 96.13 MB @ 17003 KB/s - /Audition

7:03:14 AM 2.53713 2.53713 Requested GET /AuditionerMovies/2013-2-3/CL761218/

7:03:17 AM 2.53715 2.53715 Requested GET /AuditionerMovies/2013-2-3/CL761218/

7:03:23 AM 2.53716 2.53716 Requested GET /AuditionerMovies/2013-2-3/CL761218/

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7:03:39 AM 2.53716 2.53716 Fully downloaded - 118.05 MB @ 17174 KB/s - /Audition

7:03:41 AM 2.53716 2.53716 Requested GET /AuditionerMovies/2013-2-3/CL761218/

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IP	Filename	Status	Speed	Time left	%
2.53716	QBR_720p.mp4	66.902.116 / 73.666...	15432.3 KB/s	-	90%

Connections: 12 Out: 15432.3 KB/s In: 0.0 KB/s Total Out: 1213.44 GB Total In: 11.70 MB VFS: 2 items



# PHP / Python Backend

- Data Acquisition
- Build Iteration & Display

```

$output = "";
// Build Machine Server Root
$serverRoot = "http://11210112 112/AuditionerMovies/";

// Load Video Information & History File
$videoInfo = parse_ini_string(file_get_contents($serverRoot."TestInfo.ini"), True);

if($videoInfo == false)
{
    $output .= "<div style=" color: red; font-size: 200%; "><center>Unable to Find Server</center></div>";
}

$historyInfoFile = $videoInfo[HISTORY][HISTORYINFO];

$historyInfo = parse_ini_string(file_get_contents($serverRoot.$historyInfoFile), True);

// Collect Information
$activeCL = $videoInfo[ACTIVE][CL];
$activePlaylist = $historyInfo[$activeCL][VIDEO];

$buildStatus = $videoInfo[BUILD][STATUS];
$buildProgress = $videoInfo[BUILD][PROGRESS];
$buildCL = $videoInfo[BUILD][CL];

$failVideo = $serverRoot.$videoInfo[ERRORS][FALLBACKVIDEO];

$historyDate = $videoInfo[HISTORY][HISTORYDATE];

$failLogFile = $serverRoot.$historyDate."/CL".$buildCL."/Failed.log";

$failLog = "";

// Data mine Fail Logs

$failLogFileHandle = fopen($failLogFile, "r") or exit("Unable to open file");
//Read Lines and get the total line count

```

# Video Cataloging / Player

- Build Playlist
- Review & Presentation

## Galactic Reign Video Auditor Page

Build CL: 749006  
 Build Status: **Success**  
 Rendering Video: 38/38  
 Videos Failed: 0

Active CL: 749006



Building Results: 2013-1-14



## Logs and Failure Display

Phases	Phase Name	Start	Stop	Category 1	Category 2	Action 1	Action 2	Endpoint Name 1	Endpoint Name 2
1	Info	0	Attack	Advances	Advances	C1_deploy_afterburner_01.ani	C1_deploy_afterburner_01	establish_afterburner	C4_deploy_vulnerb_01
2	Initialing Incident	1	Attack	Wipe	Wipe	C4_wipe_close_01.ani	C4_wipe_close_01	unwipe_fat_01.ani	C1_wipe_01.ani
3	Initialing Incident	2	Attack	Engage	Engage	H4_engage_msd_01.ani	C4_engage_msd_01	C1_defend_engage_close_01.ani	C1_defend_engage_close_01
4	Initialing Incident	3	Attack	Strike	Realt	H4_attack_close_01.ani	C4_attack_close_01	C1_defend_normal_close_01.ani	C1_defend_normal_close_01
5	Initialing Incident	4	Defend	Strike	Realt	C3_defend_normal_close_01.ani	C1_defend_normal_close_01	H4_attack_msd_01.ani	C4_attack_msd_01
6	Transition	5	Attack	Wipe	Wipe	C4_wipe_smash_C2_01.ani	C4_wipe_smash_C2_01	C1_attack_smash_C2_01	
7	Transition	6	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
8	Transition	7	Defend	Fire	ani	C2_attack_smash_C2_01.ani	C2_attack_smash_C2_01	C1_attack_smash_C2_01	
9	Transition	8	Attack	Smash	Heart	C3_C4_attack_smash_C2_01.ani	C3_C4_attack_smash_C2_01	C1_attack_smash_C2_01	
10	Transition	9	Defend	Smash	Heart	C3_attack_smash_C2_01.ani	C3_attack_smash_C2_01	C1_attack_smash_C2_01	
11	Armed	10	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
12	Armed	11	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
13	Armed	12	Defend	Smash	Heart	C3_attack_smash_C2_01.ani	C3_attack_smash_C2_01	C1_attack_smash_C2_01	
14	Armed	13	Defend	Smash	Heart	C3_attack_smash_C2_01.ani	C3_attack_smash_C2_01	C1_attack_smash_C2_01	
15	Armed	14	Defend	Smash	Heart	C3_attack_smash_C2_01.ani	C3_attack_smash_C2_01	C1_attack_smash_C2_01	
16	Armed	15	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
17	Armed	16	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
18	Armed	17	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
19	Armed	18	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
20	Armed	19	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
21	Armed	20	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
22	Armed	21	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
23	Armed	22	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
24	Armed	23	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
25	Armed	24	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
26	Armed	25	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
27	Armed	26	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
28	Armed	27	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
29	Armed	28	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
30	Armed	29	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
31	Armed	30	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
32	Armed	31	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
33	Armed	32	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
34	Armed	33	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
35	Armed	34	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
36	Armed	35	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
37	Armed	36	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
38	Armed	37	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
39	Armed	38	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
40	Armed	39	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
41	Armed	40	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
42	Armed	41	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
43	Armed	42	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
44	Armed	43	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
45	Armed	44	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
46	Armed	45	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
47	Armed	46	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
48	Armed	47	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
49	Armed	48	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
50	Armed	49	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
51	Armed	50	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
52	Armed	51	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
53	Armed	52	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
54	Armed	53	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
55	Armed	54	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
56	Armed	55	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
57	Armed	56	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
58	Armed	57	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
59	Armed	58	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
60	Armed	59	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
61	Armed	60	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
62	Armed	61	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
63	Armed	62	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
64	Armed	63	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
65	Armed	64	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
66	Armed	65	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
67	Armed	66	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
68	Armed	67	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
69	Armed	68	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
70	Armed	69	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
71	Armed	70	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
72	Armed	71	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
73	Armed	72	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
74	Armed	73	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
75	Armed	74	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
76	Armed	75	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
77	Armed	76	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
78	Armed	77	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
79	Armed	78	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
80	Armed	79	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
81	Armed	80	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
82	Armed	81	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
83	Armed	82	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
84	Armed	83	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
85	Armed	84	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
86	Armed	85	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
87	Armed	86	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
88	Armed	87	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
89	Armed	88	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
90	Armed	89	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
91	Armed	90	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
92	Armed	91	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
93	Armed	92	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
94	Armed	93	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
95	Armed	94	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
96	Armed	95	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
97	Armed	96	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
98	Armed	97	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
99	Armed	98	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	
100	Armed	99	Attack	Engage	Engage	C3_C4_engage_smash_C2_01.ani	C3_C4_engage_smash_C2_01	C1_attack_smash_C2_01	

[illegible]

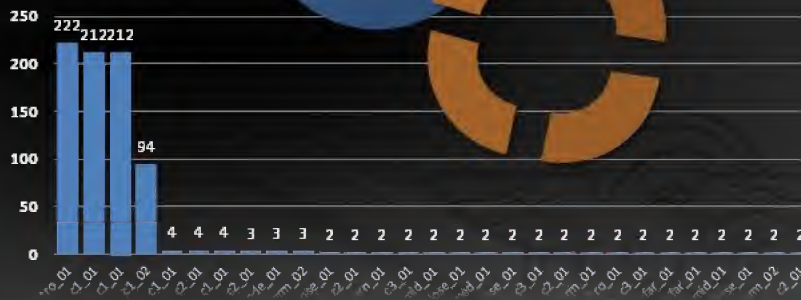
Composed by Max:

[illegible]

Composed by Average with 0.750000 shot category weight

# Statistics Scripts

- Animation Usage Stats
- Sound FX Stats
- VFX Stats



# HOW THE GAME IS ANIMATED

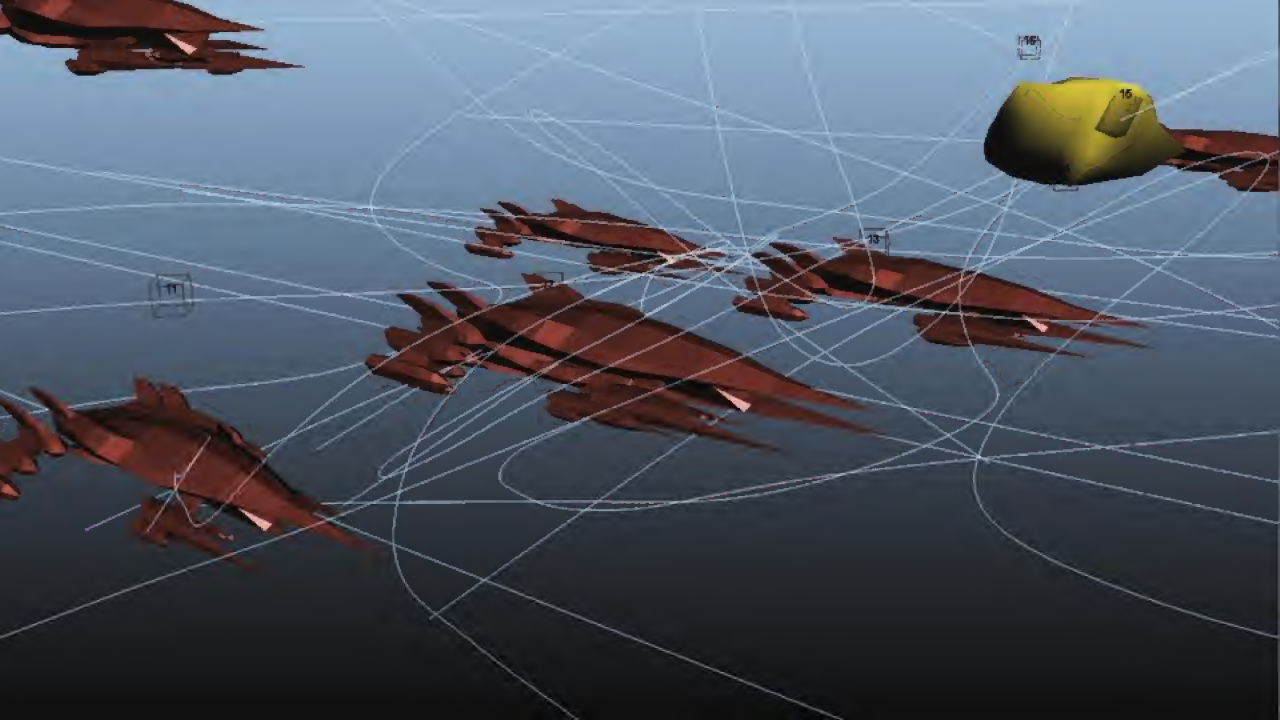


How the Game is Animated

# MAYA TOOLS







# ANIMATIONS

Attacking



+Z

Defending



+Z

0

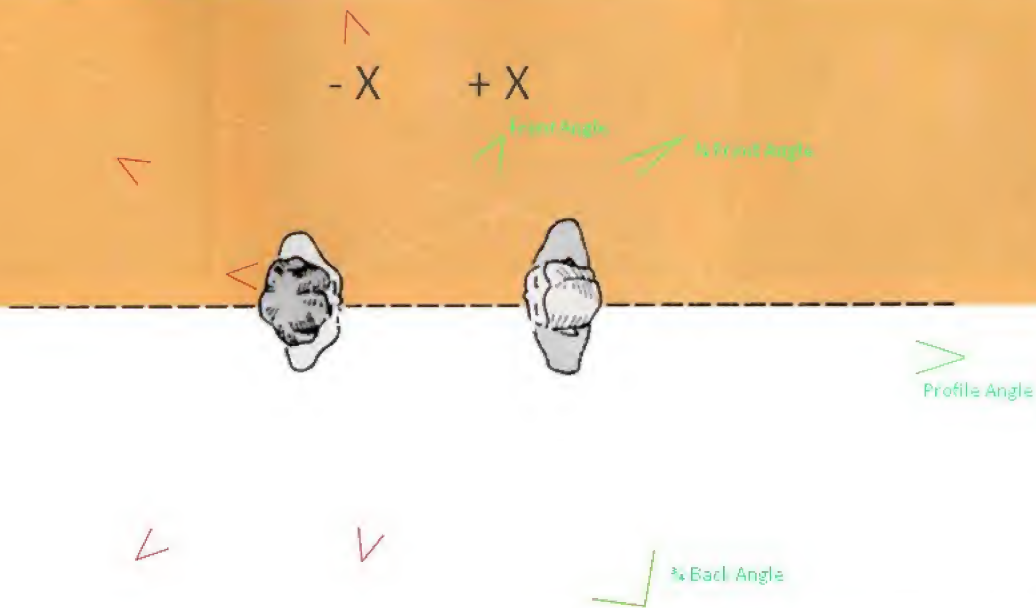


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## ➤ *Animation Issues*

- Animations needed to frame up 'Ship 1' at all times
- Hindered camera selection
- Better AI in camera system would have helped to determine population needed in fleet size and in frame.



How the Game is Animated

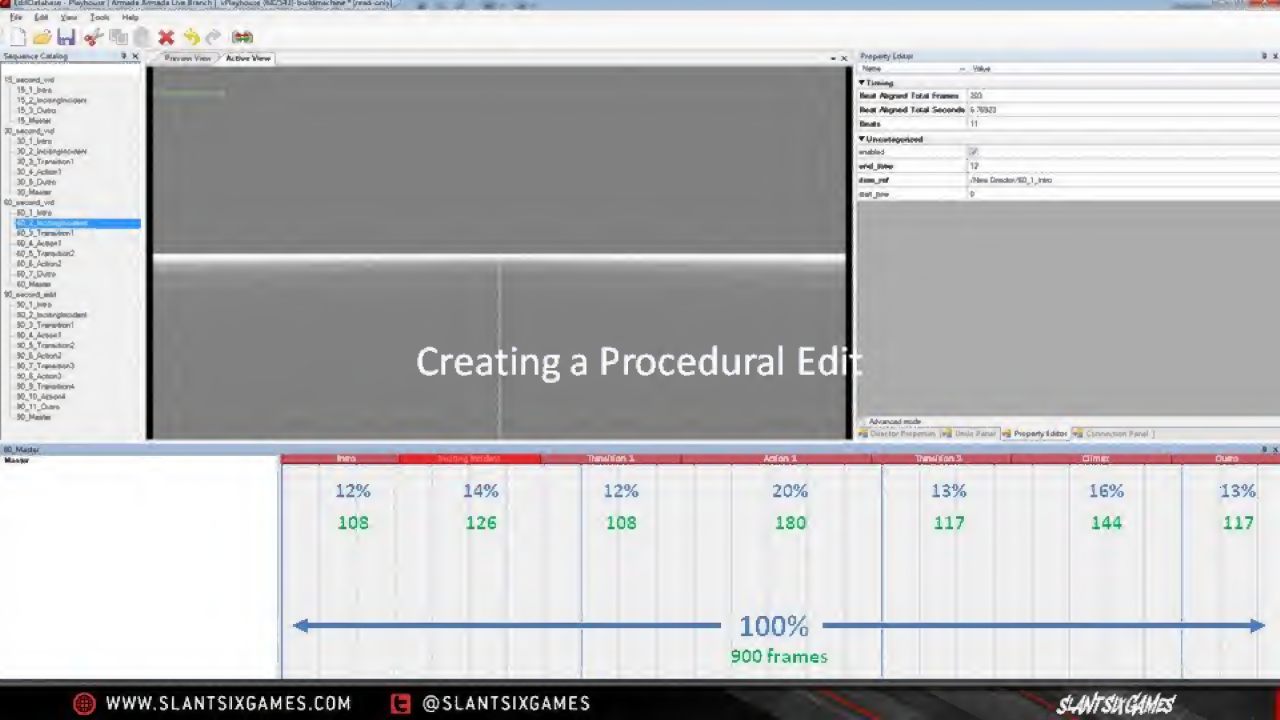
# EDITING WITH PLAYHOUSE



# Removing Data Stomping







File Edit View Tools Help

Sequence Catalog

Preview View Active View

Property Editor

▼ Timing

Best Aligned Total Frames	203
Best Aligned Total Seconds	6.76923
Beats	11

▼ Uncategorized

enabled	<input checked="" type="checkbox"/>
eval_flow	12
eval_ref	/New Director/80_1_intro
eval_flow	0

Advanced mode

Director Properties [0] Units Panel [0] Property Editor [0] Connection Panel [0]

# Creating a Procedural Edit

Intro	Opening Incident	Transition 1	Action 1	Transition 3	Climax	Outro
12%	14%	12%	20%	13%	16%	13%
108	126	108	180	117	144	117

100%  
900 frames

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File Edit View Tools Help

Sequence Catalog Preview View Active View

15\_second\_vnd  
15\_1\_intro  
15\_2\_loadingcubers  
15\_3\_outro  
15\_Master  
20\_second\_vnd  
20\_1\_intro  
20\_2\_loadingcubers  
20\_3\_transition1  
20\_4\_action1  
20\_5\_outro  
20\_Master  
30\_second\_vnd  
30\_1\_intro  
30\_2\_loadingcubers  
30\_3\_transition1  
30\_4\_action1  
30\_5\_transition2  
30\_6\_action2  
30\_7\_outro  
30\_Master  
30\_second\_edit  
30\_1\_intro  
30\_2\_loadingcubers  
30\_3\_transition1  
30\_4\_action1  
30\_5\_transition2  
30\_6\_action2  
30\_7\_transition3  
30\_8\_action3  
30\_9\_transition4  
30\_10\_action4  
30\_11\_outro  
30\_Master  
30\_7\_loadingcubers  
damagedOn

Property Editor

Name	Value
▼ Timing	
Real Aligned Total Frames	72
Real Aligned Total Seconds	2.400
▼ Uncategorized	
Category	Attack
enabled	15
end_frame	100
focus	Default
OtherCategory	Default
start_frame	72

Advanced mode  
Director Properties Video Panel Property Editor Camera Panel

## ➤ *Casting System Issues*

- System was only designed initially to handle 1 fleet vs. another at any time.
- Issues started to arise when there were multiple fleets attacking one another in the game
- Continuity was an ongoing issue with background ships in placement and in action.



The screenshot shows the Autodesk Maya 2012 interface. The bottom status bar is visible, containing several buttons: 'Advanced mode' (highlighted with a yellow border), 'Director Properties', 'Undo Panel', and 'Property'. The 'Advanced mode' button is located on the left side of the status bar.





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